

FIG. 1 is a schematic diagram of a system for monitoring a home and guest area. The system includes a host area 44 and a guest area 43. The host area 44 is connected to a central processing unit 10, which is connected to a monitoring system 15. The monitoring system 15 is connected to a camera 10, which is connected to a display 10. The display 10 shows a grid of circles representing the monitored area. The camera 10 is positioned to monitor the host area 44 and the guest area 43. The system is designed to provide real-time monitoring and alerting for the host area 44 and the guest area 43.

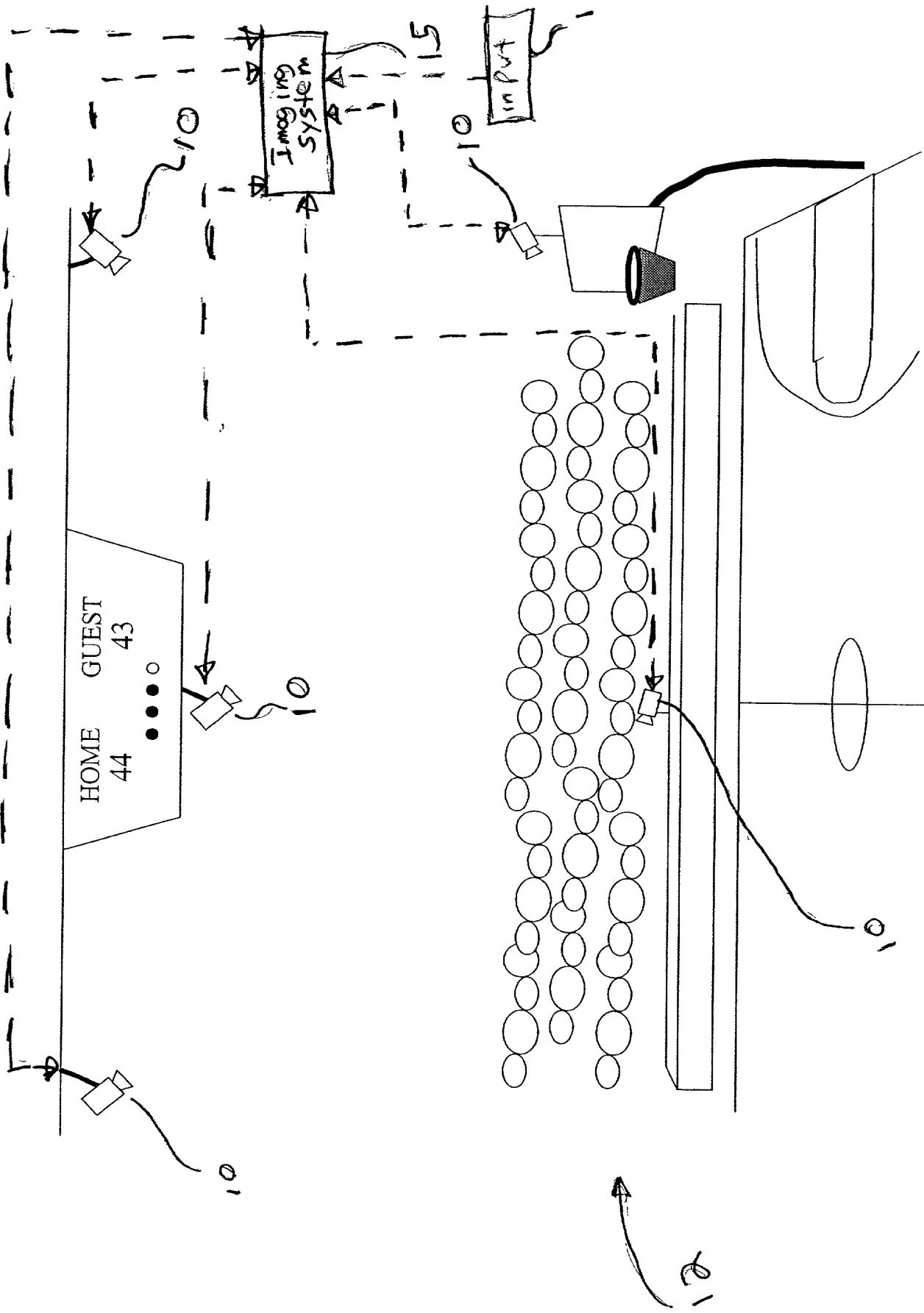


Fig 1

FIG. 2A is a schematic diagram of a computer system 20, including a host computer 22, a network 24, and a client computer 26. The host computer 22 is connected to the network 24, which is connected to the client computer 26. The client computer 26 is connected to a display 28, which displays a game 30. The game 30 is a board game, and the display 28 is a computer monitor. The game 30 is a board game, and the display 28 is a computer monitor.

22

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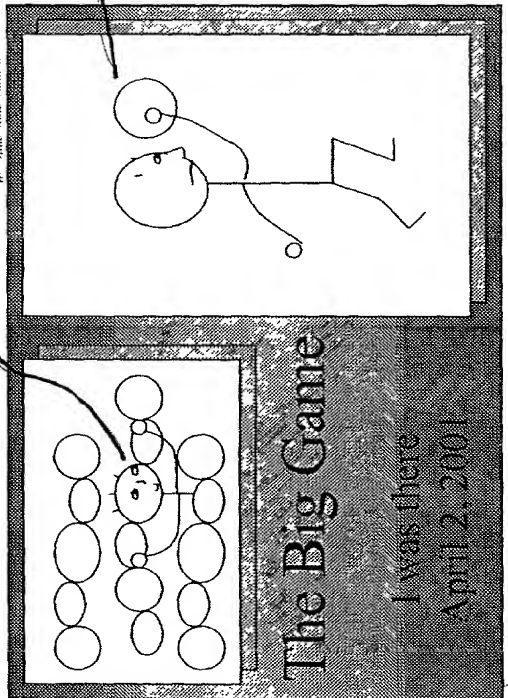


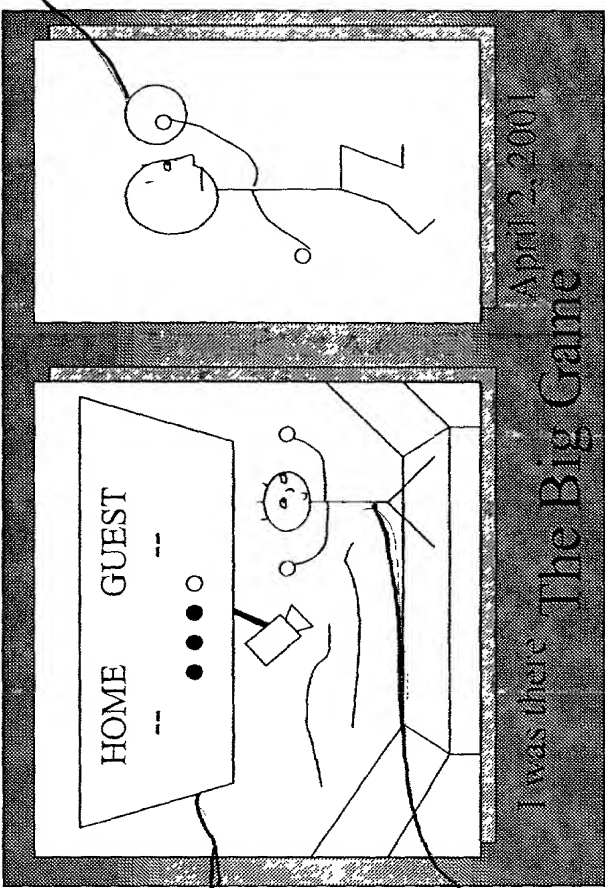
Fig. 2A

26

28

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32



34

April 2, 2001

The Big Game

I was there

28

Fig. 2B

32

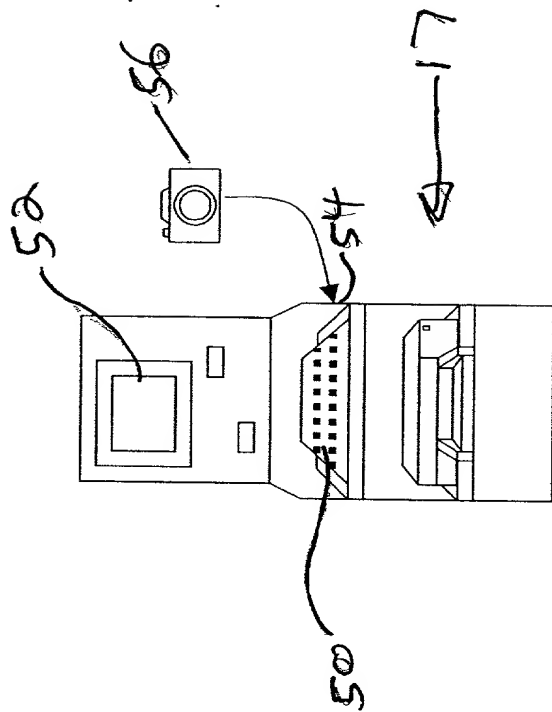


Fig. 3

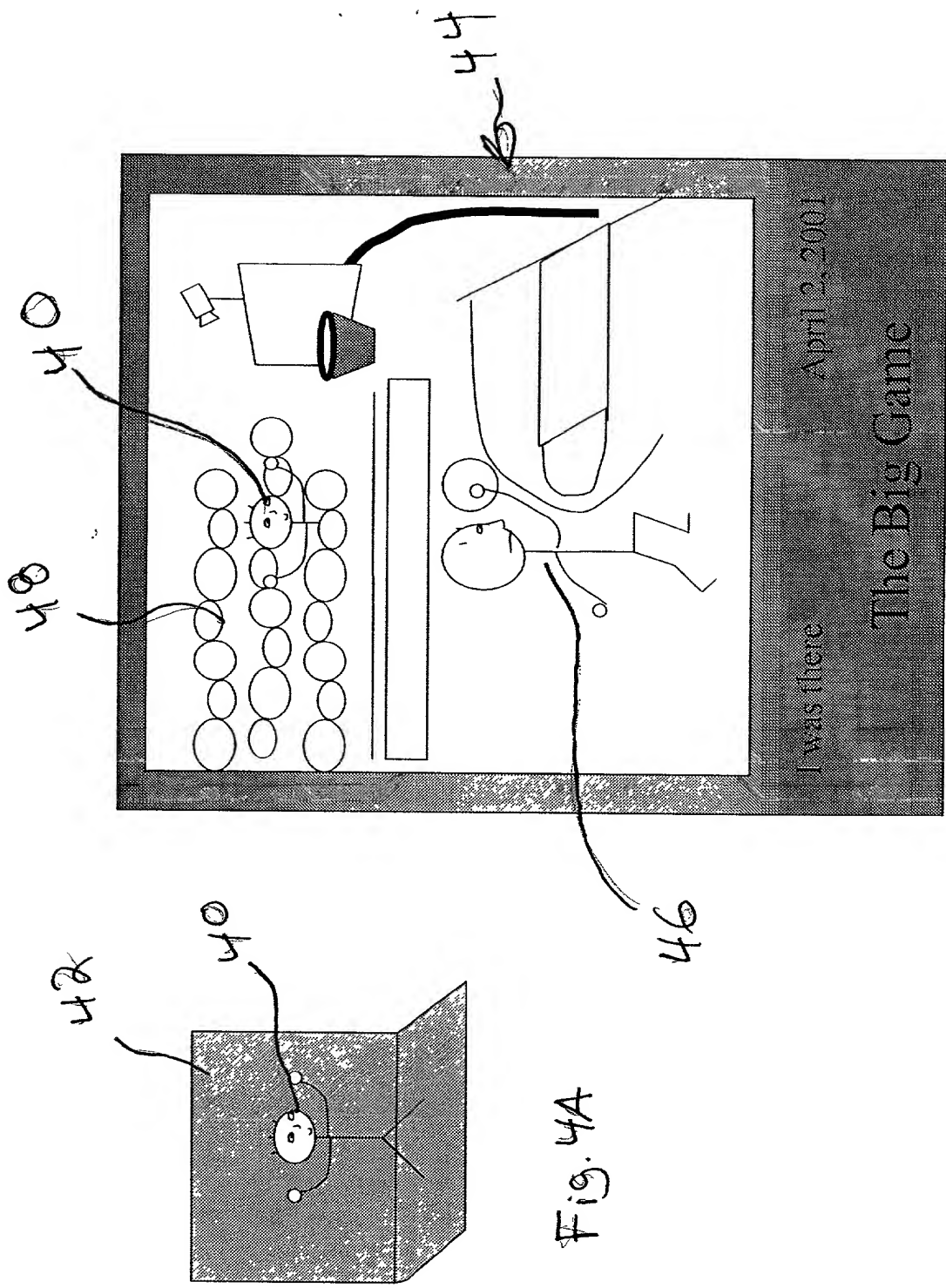


Fig. 4A

Fig. 4B

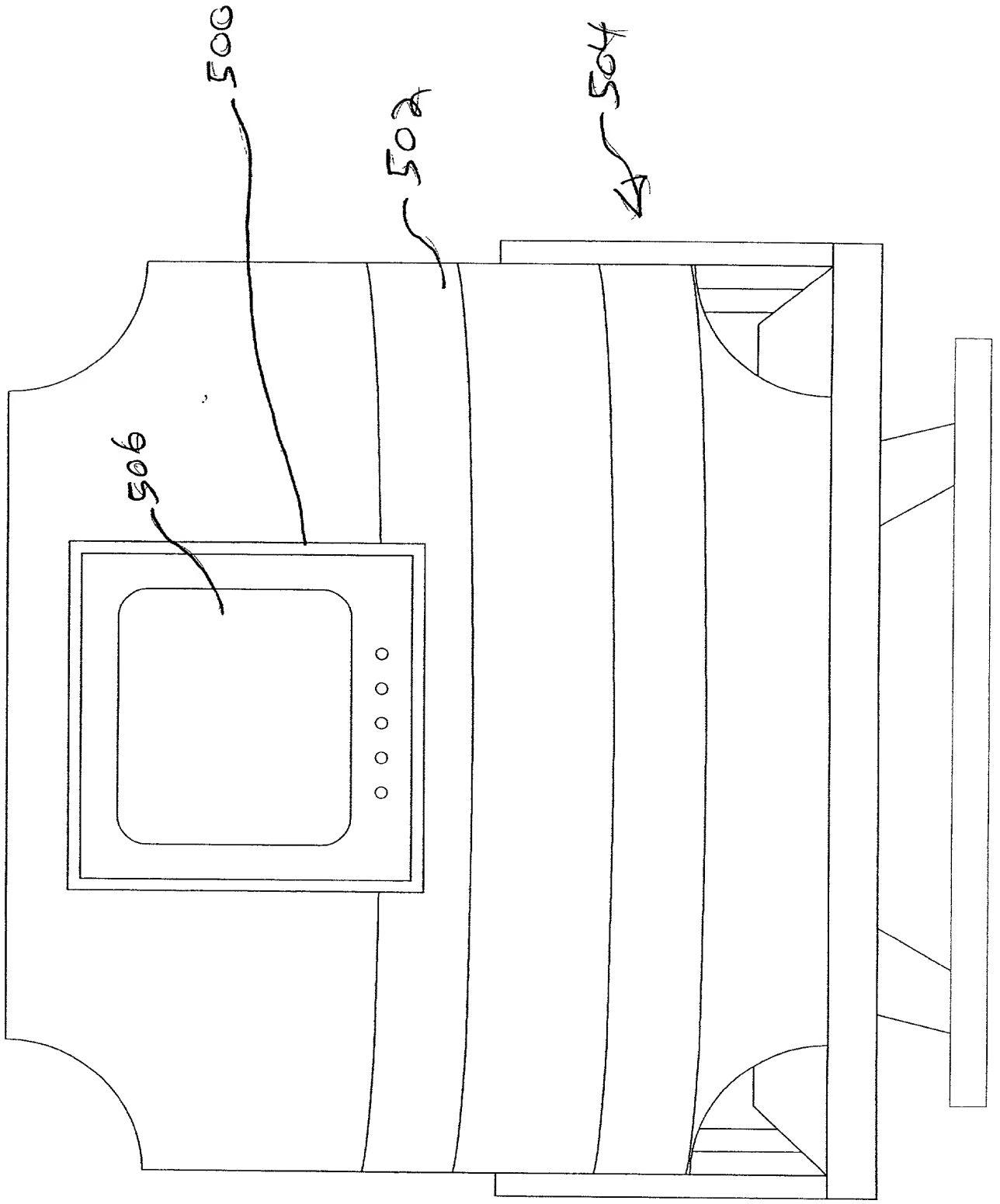


Fig 5